

14TH (RESERVE) ARMY TANK BATTALION

(CALGARY REGIMENT)

A I D S to
Troop Leaders
AND
Section Commanders

REMEMBER

High ground which offers good observation is valuable to either side. If in doubt, therefore, make for the high ground. If the enemy is already there you will, at least, have found out something more.

Name

Rank

NORMAL TASKS

RECCE ROLES.

- (a) Recce in advance of an inf div marching.
- (b) Recce in advance of an inf div moving by M.T.
- (c) Recce behind an armed formation in advance of an inf div.
- (d) Pursuit (i.e., keeping contact with retreating enemy).
- (e) Recce on the flank of an inf div.

PROTECTIVE ROLES.

- (f) Seizing and holding a tactical feature.
- (g) Protecting a flank.
- (h) Covering a withdrawal.

RESERVE ROLES.

- (k) Mobile Reserve.
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DEFINITIONS

1. MANNER OF MOVEMENT.

- (a) **Bold**—Armoured car patrols (accompanied by assault troops when ordered) move as fast as possible either to secure successive regt bounds, and there await arrival of carrier sections, or to secure the final objective. Whether one or the other course of action is required will be stated, e.g., "Manner of Movement"—"Bold between Regimental bounds," or "Bold up to objective."
- (b) **Normal**—The troop moves caterpillar or leap-frog fashion, each cross-rds, and each rd junc or each observation point in roadless country being regarded as a troop bound.
- (c) **Cautious**—As for "normal," but the sides of defiles where opposition is suspected to be scrutinized or reconnoitred (or both if necessary) before the defile is entered by the leading patrol or section. Trained judgment must be exercised if the advance is not to be unduly delayed.

2. DEGREE OF SEARCH.

- (a) **Close**—Villages, large woods and other likely places of concealment within boundaries of zone scrutinized. All high ground flanking axes within (approx.) 1000 yds examined.
- (b) **Cursory**—All high ground flanking axes within (approx.) 1000 yds, and which is traversed by roads or tracks, examined.

3. **FIRE AND MOVEMENT**—When movement is stopped by enemy fire, a plan must be made to bring fire to bear (preferably from wide to a flank) to keep the enemy firers' heads down (and/or to blind them by smoke) so that our own movement can continue.
4. **BOUNDS**—Tactical features to be secured before further advance (other than by patrols) is attempted.
5. **REPORT LINES**—Far limits of areas about which negative information is required.
6. **POSITIVE INFORMATION**—Information to the effect that something (e.g., enemy rd obstruction, etc.) is in a certain place or area at a certain time.
7. **NEGATIVE INFORMATION**—Information to the effect that a certain place or area is clear of enemy, obstructions, etc. at a certain time (see Report Lines).

HEADINGS FOR VERBAL ORDERS

(Standard Headings adaptable to all Tasks)

INFORMATION.

1. **Enemy**—Brief details affecting tp or sec.
2. **Own Tps** (a) Tps on right and left.
 (b) Sqdn task (tp task in case of sec.)
 (c) Tps. under comd (e.g., mortar sec, A. Tk. sec).
 (d) Sqdn axis.
 (e) Regt axis.

INTENTION.

3. e.g.Tp/Sec will recce area between S.P. and.....
 Tp/Sec will seize and hold line of..... between
 and.....
 Tp/Sec will seize and hold area.....in order to
 protect.....flank of.....
 Tp/Sec will delay enemy during withdrawal
 of.....to.....

METHOD.

4. **Order of March**—e.g., 1 ARC sec, 2 Carrier sec, 3 Carrier sec.
5. **S.P.**—usually harbour.
6. **Time past S.P.**—usually time of leaving harbour.
7. **Axis**—either mark on maps or give names of places, etc.
8. **Zones of Recce or Responsibility**—right and left boundaries or miles each side of axis.
9. **Manner of Movement**—Bold, Normal or Cautious.
10. **Degree of Search**—if required.
11. **Bounds**—if laid down by superior comd.
12. **Action on Bounds**—may be “normal” or “no halting.” In withdrawal, state whether secs will leap-frog and in what order.
13. **Report Lines**—if laid down by superior comd.
14. **Action against Enemy Met**—only if special instructions laid down by superior comd.
15. **Action of Tps under Comd.**—any special instructions not dealt with above.
16. **Special Instructions.**
Any instructions not covered by above to adapt the action to the job in hand, e.g.,

- | | |
|-------------------|---|
| Seizing & holding | (a) tp or sec boundaries on objective.
(b) action of sec or patrol first reaching objective.
(c) area or rds to be patrolled, by whom, and for what period. |
| Flank Guard | (a) on arrival at objective ARC sec will hold rd.....until arrival of remainder of tp.
(b) on relief by remainder of tp ARC sec will patrol rds.....and..... |
| Withdrawal | (a) present positions will be denied to enemy until hours.
(b) Order of withdrawal of secs.
(c) Time when thinning out will begin.
(d) any special instructions for ARC secs or patrols. |

ADMINISTRATION.

17. **Food**—time of next meal; drawing of haversack rations.
18. **R.A.P.**—usually on regt axis.

INTERCOMMUNICATION.

19. **Sqdn (or Tp) Axis.**
20. **Wireless Silence**—if ordered.
21. **Allotment of D.Rs.**—if any extra.
22. **TIME IS NOW**.....
22. **ANY QUESTIONS?**

SPECIMEN EMERGENCY VERBAL ORDER BY SEC. COMD.

Enemy are holding a road block $\frac{1}{2}$ a mile ahead by that wood (indicating).

Our Recce cars are held up.

2 Carrier sec is going to attack by fire from area of that copse (indicating on ground).

We are going to attack by fire from our left flank while recce car crews demolish rd block.

We will move behind the ridge (pointing) to area of that hedgerow (indicating on ground).

I will lead. Cpl.....will follow, and Cpl.....will bring up the rear.

On arrival, all weapons will be brought to bear. Mortars will lay smoke to screen crews of light recce cars demolishing rd block.

The time is now.....

Be ready to move at..... on my signal.

ACTION ON MEETING OPPOSITION

- | | |
|-------------------------|--|
| ARCs | (a) Take cover, observe, report.
(b) Brush through if opposition negligible.
(c) Observe and recce for way round or for weak flank if considerable. |
| Tp Comd | (a) Get back brief wireless mess.
(b) Move forward to O.P. either mounted, or dismounted, with D.R.
(c) Ascertain facts.
(d) Send D.R. back to carrier sec comds (who should have reached head of tp coln) with orders as to R.V.
(e) Make plan.
(f) Go to R.V. or signal up sec comds and issue orders.
(g) Report action taken to Sqdn H.Q.
(h) Take station for directing operation or for leading tp. |
| Carrier
Sec
Comds | (a) If carriers leading, as for ARCs.
(b) If not leading, signal halt, sec carriers take cover clear of road and that crews dispose themselves for local protection. Then go forward to head of coln (mounted, or dismounted with runner, according to circumstances) to await orders of tp comd. |
| Tp Sgt | (a) See that carriers (and ARCs if not forward) are under cover off rd and disposed for local protection.
(b) Move up to head of tp to command it while tp comd is absent on recce and to await his orders.
(c) Remain on axis to "paint picture" to sqdn comd or reserve tp comd, etc. |

ACTION ON MEETING ENEMY TANKS

- ARCs**
- (a) Get under cover, using smoke hand-grenade if necessary.
 - (b) Signal back (ie., one car remain in observation, other race back waving signal).
 - (c) Sec comd reports back by wireless.

- Tp Comd**
- (a) Report back by wireless.
 - (b) Get carriers off road and under cover.
 - (c) Lay ambush or evade according to orders.
 - (d) Probe in on flanks to gain information.
 - (e) Do all you can to prevent inf following up tanks. **In any event, keep in mind the main object, which is information.**

- Carrier
Sec
Comd**
- (a) Get carriers off road as soon as signal seen.
 - (b) Move up to tp comd for orders.
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NORMAL ACTION ON SQUADRON AND REGIMENTAL BOUNDS

1. Leading ARC patrol waits for sec comd, then continues along axis to vantage point (high ground or X rds) not more than 3 miles ahead
2. Sec comd sends second ARC patrol to search ground as far as left limit of zone, and to make contact with tp or sqdn on left.
3. Sec comd reports bound reached (by wireless).
4. Tp Comd, on arrival:—
 - (a) arranges to hold axis, normally by dismounted fire.
 - (b) if necessary, sends carrier patrol to search right flank or any suspicious localities.
 - (c) reports to sqdn comd when bound is secure.
 - (d) continues advance when ordered or on his own judgment if orders are unduly delayed or comn broken.

SPECIMEN REPORTS

- (a) Enemy recce sec 324560 0905 hrs (.) am evading.
 - (b) Enemy recce sec 582140 1010 hrs (.) am attacking.
 - (c) Enemy inf coy embussing facing NORTH 410623 1200 hrs (.) am observing.
 - (d) Enemy inf coy observed 510623 now identified 410 Regt (.) moved off 1225 hrs (.) am attacking.
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NOTES ON HARBOURING

- 1. **HARBOURS** are areas where units halt for the night or for prolonged periods.
- 2. **PARKS** are places where units halt for short periods during an operation.
- 3. **Selection of Harbours:—**
 - (a) Must be defensible (incl concealment).
 - (b) Sufficient space to allow for refilling, maintenance, etc.
 - (c) Good Entrances and Exits—Roads or Tracks inside harbour.
- 4. **Occupation of Harbours:—**
 - (a) Recce by Harbour Recce parties (in daylight if possible).
 - (b) R.V. selected to which units will be directed and where guides can lead columns into the harbour.
 - (c) Stragglers' Post.
- 5. **Procedure in Harbour:—**

The following will normally be the order of priority of action on reaching harbour:—

 - (a) Protection.
 - (b) Maintenance.
 - (c) Refilling.
 - (d) Feeding.
 - (e) Orders (Organization to leave Harbour).
 - (f) Rest.
- 6. **Composition of Sqdn Harbour Recce party:—**
 - (a) Sqdn 2nd-in-Comd.
 - (b) C.S.M.
 - (c) Tp Sgts.
 - (d) D.R.

Notes:—

- (a) Inside the harbour, all movement by vehicles, motor-cycles, or on foot, will hug hedges, and will never cross open spaces, except by existing tracks.
- (b) At night no fires will be lit except in specific authorised areas.
- (c) Wireless silence should be observed within a 2-mile radius of Harbour.

CODE OF SIGNALS

Signal.	Code and Method of Making.
i. Fire Control Signals.	
	(S.A.T. Vol. 1, Pamphlet No. 3, Lesson 12, para 3).
Action	Hand —Both arms raised in line with the shoulders and lowered.
Prepare to Fire	Hand —Hand raised above head.
Fire, or Go on	Hand —Hand dropped to the side.
Stop	Hand —Hand waved horizontally.
Cease Firing	Hand —Arm circled from shoulder.
ii. Field Signals.	
Section comds or gunners to join immediate superior	Semaphore A —Hand raised to right side below waistline.
More Ammunition	Semaphore B —Hand raised horizontally to right.
Carriers to come fwd.	Semaphore H —Left hand placed horizontally across body to right, right hand as for Semaphore A.
iii. Carrier Signals.	
Advance	Orange Disc —Held vertically above head.
Form line—on my right (or left)	Orange Disc —Waved from side to side. After waving disc pointed to required side.
Form file	Orange Disc —Pushed up and down perpendicularly.
Increase interval	Orange Disc —A repetition of the signal for whatever formation is being adopted.
Decrease interval, or Close Up	Black and White Square —Pushed up and down perpendicularly.
Stop	Black and White Square —Held vertically above head.
Prepare for action—ground	Black and White Square —Held horizontally and dipped two or three times towards the ground.
Retire	Black and White Square —Circled round head.

Signal.**Code and Method of Making.**

Carrier obstacle— move to left or right	Both Disc and Square —Held vertically, one lowered to point to the required flank, the other remaining vertical.
Come to this position and halt	Both Disc and Square —Held vertically, then moved outwards to horizontal.

Carrier signals will be acknowledged by being copied by each carrier, the signal being acted on when the leader withdraws his board.

An additional signal to be a red and yellow triangle:—

- (a) Waved violently from side to side to indicate "hostile tanks approaching."
- (b) Held stationary, to indicate "out of action" or "broken down."

HALT SIGNALS—(To be passed on from vehicle to vehicle and acknowledged by repeating the signal).

1. **Traffic hold-up, etc.**—normal Highway Code Signal.
2. **Routine 10 Mins Halt or Traffic Hold-up likely to last for 10 mins or more**—
 - (a) Right hand held vertically above head. Signal made by driver or passenger dismounted and facing rear of coln.
 - (b) Subsequent procedure as for routine halt.
3. **Halt for Tactical Reasons**—
 - (a) Both hands held vertically above head and linked. Signal made by driver or passenger dismounted and facing rear of coln.
 - (b) Subsequent procedure—comds R.V. at vehicle of their next superior for orders.

NOTES:—

4. For halts under 2 and 3, crews take action as follows:
 - (a) leave road clear, getting vehicles under cover if possible.
 - (b) take steps for local defence and observation.
 - (c) mount traffic control men opposite each vehicle.
5. Responsibility for acknowledging and passing on signals rests with the crew comd. The driver must be on the alert to observe them.

NOTES ON ORGANIZATION OF DEFENCE, i.e., HOLDING

1. Tp Comd must be clear on following points:—
 - (a) His sector and any special task.
 - (b) Positions of sub-units on his flanks and H.Qs. of tps on his flanks.
 - (c) Any orders as to demolitions and as to officer responsible.
 - (d) Location of Sqdn H.Q.
 - (e) Whether to dig other than shallow scoops.
2. Tp Comd must consider:—
 - (a) Probable lines of enemy approach.
 - (b) Whether to employ his secs in static defence at V.Ps or whether to concentrate his secs for mobile defence, i.e., ready for swift move to threatened spot.
 - (c) ground covered by fire from other weapons so that he can judge the best tasks for his own.
 - (d) factors governing selection of location for tp reserve, e.g., covered approached to V.Ps, concealment for men and vehs, defensibility.
 - (e) requirements in way of tools, wire, etc.
3. Finally, tp comd must ensure that:—
 - (a) fire positions, if not permanently occupied, have been recced.
 - (b) fire positions are sited for all-round defence.
 - (c) fixed lines for l.m.gs have been arranged in case of fog, smoke, or darkness.
 - (d) all unguarded approaches are patrolled.
 - (e) each fire position and H.Q. has an alternative position prepared or at least recced.
 - (f) sentries, reliefs, food and latrines have been arranged.
 - (g) Contact has been made with tps on LEFT, and that there is no unwatched gap between.

DO'S

- (a) Get information back somehow. If you can't find tp or Sqdn H.Q. send direct to Regt H.Q. If you can't find Regt H.Q. send direct to Bde or Div H.Q. or any H.Q.
- (b) All you can to overcome difficulties.
- (c) Something.
- (d) Everything to get identification.
- (e) Carry out maintenance at every opportunity, and stick to the task system.
- (f) Keep your eyes skinned and look out to flanks as well as to the front and rear.

DONT'S

- (a) Remain inactive.
 - (b) Wait for someone to tell you what to do.
 - (c) Forget your job, which is to send back information.
 - (d) Forget to set all speedometers to zero before starting out.
 - (e) Forget to watch your speedometer as an aid to map reading.
 - (f) Send messages of over 30 words by wireless.
 - (g) Lose contact with the enemy unless ordered to evade.
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Notes

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